

Character

Kin

Culture

Vocation

XP

Level

Motivation

Nature

Allegiance



Stats

Stat name	Base	Kin	Spec	Tot
Brawn	BRN			
Swiftness	SWI			
Fortitude	FOR			
Wits	WIT			
Wisdom	WSD			
Bearing	BEA			

Special Abilities

Background Options

Skills

Skill Name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	TOT
Armor								Development Points per Level <input type="text"/>
Armor (no Stat)	-							
Combat								Development Points per Level <input type="text"/>
Blunt (BRN)								
Blades (BRN*)								
Ranged (SWI)								
Polearms (BRN)								
Brawl (BRN)								

Spell Lore

Spell Lore	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot

Adventuring

Athletics (BRN)									
Ride (SWI)									
Hunting (WIT)									
Nature (WSD)									
Wandering (WSD)									

Drive Points

1	2	3	4	5
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Hit Points

Kin Max	Special
Bruised	HP Total

Roguary

Acrobatics (BRN)									
Stealth (BRN)*									
Locks & Traps (WIT)									
Perception (WSD)									
Deceive (WIT)									

Magic Points

Kin Base	
Magic Stat	
Special	
Stat Gain per Level	
Voc Gain per Level	
Magic Points Total	

Wounds

Bleed	Stun	Penalties
Conditions		
Injuries		

Lore

Arcana (WIT)									
Charisma (BEA)									
Cultures (WIT)									
Healer (WSD)									
Songs & Tales (BEA)									

Wealth

Wealth Level	
Status	

Armor

Armor Type	
Zones Protected	
Armor Qualities	
Shield Type	

Movement

Encumbrance Level	
Move Rate	

Defense

SWI Bonus	Shield Bonus
Item Bonus	Special Bonus
Melee DEF	Ranged DEF

Body

Body (FOR)									
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Save Rolls

FOR	Level	Kin	Spec	TSR
WSD	Level	Kin	Spec	WSR

Equipment

Item & Description	Location	Quality	Bonus

Experience Points Tracking

You travelled to or explored a location you've never seen before.	<input type="checkbox"/>
You faced dangerous foes and/or difficult situations.	<input type="checkbox"/>
You completed a mission or quest, or ended a significant story arc.	<input type="checkbox"/>
You suffered a life-threatening wound or survived a serious threat to your life.	<input type="checkbox"/>
You discovered secrets of an ancient past, or recovered ancient artifacts or treasures.	<input type="checkbox"/>
You worked hard or suffered hardship to help your companions.	<input type="checkbox"/>
Your magic spells helped solve a difficult situation.	<input type="checkbox"/>
You interacted with another named character in a meaningful way.	<input type="checkbox"/>
Your wisdom or healing arts helped save the day.	<input type="checkbox"/>
You had a clever idea that helped solve a tangled situation, or succeeded in a spectacular way when everything seemed lost.	<input type="checkbox"/>
You actively took part in the game session.	<input type="checkbox"/>

Notes

Weapons & Attacks

Weapon or Attack	Hands	Length	Skill(s) Used	CR	Attack Table	Maximum Result	Primary Critical	Alternate Critical	Base Range	No Armor	Light Armor	Medium Armor	Heavy Armor	Qualities

Armor & Protection

Armor Name	Armor Type	Max SWI	Move Penalty	CMB Penalty	Perc. Penalty	Melee Bonus	Ranged Bonus

Hit Points Tracking

Riding Animal

Name _____

Animal Type _____ Ride Bonus _____

Move _____ Attack Type _____ CMB _____ DEF _____ HP _____

Notes _____

Magic Points Tracking

Companion Animal

Name _____

Animal Type _____

Move _____ Attack Type _____ CMB _____ DEF _____ HP _____

Notes _____

Heroic Path

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100